

COE OPFOR OPERATIONS



11th Division Tactical Group



COE OPFOR BATTLEFIELD

OFFENSE



OPFOR organizes the battlefield in the offense through the use of areas of responsibility (AOR) and zones.

- **Area of Responsibility** - Consists of three basic zones: the disruption zone, battle zone, and support zone. It may also contain attack zones, kill zones, objectives and/or axes.
- **Disruption Zone** - Battlespace in which the OPFOR seeks to cause continuing harm to the enemy without significantly exposing itself.
- **Battle Zone** - Battlespace in which the OPFOR seeks to fix and/or destroy enemy forces through fire and maneuver.
- **Support Zone** - Battlespace designed to be relatively free of enemy action to permit effective logistic and administrative support.
- **Attack Zone** - Assigned zone of action for an attacking force.
- **Kill Zone** - Designated area on the battlefield where the OPFOR plans to destroy a key enemy target.
- **Objective** - Location or object, the seizing of which is a goal of offensive battle.
- **Axis** - Control measure depicting the area through which a force will move.



COE OPFOR FORCES

OFFENSE



Organization of forces for offensive operations typically require Fixing, Assault and Exploitation Forces, while other forces may be formed depending on the operation.

- **Fixing Force** - Prevents enemy from maneuvering to influence other forces.
- **Assault Force** - Creates the conditions to allow the Exploitation Force the freedom to operate.
- **Exploitation Force** - Typically exploits a window of opportunity in order to achieve the objective of the mission.
- **Disruption Force** - Seek to fix key enemy forces and conduct local attacks.
 - BTG disruption force is typically an IMD
- **Deception Force** - Used to conduct demonstration or feint as part of the information warfare (IW) plan.
- **Reserves** - Forces held out of initial action in order to influence unforeseen events or take advantage of developing opportunities.



COE OPFOR MISSIONS

OFFENSE



OPFOR distinguishes between offensive missions according to their purpose: to destroy, seize, or expel.

- **Attack To Destroy** - Designed to eliminate an entity as a useful fighting force. Tactical-level attacks to destroy usually focus on key enemy combat formations or specific enemy combat systems.
- **Attack To Seize** - Designed to gain control of key terrain or man-made facility. The OPFOR definition of *seize* means to have OPFOR soldiers on and/or in the feature in question.
- **Attack To Expel** - Designed to force the defender to vacate an area. Attacks to expel often have a strong information warfare (IW) component, so that the enemy leaves largely through the loss of resolve.



COE OPFOR MISSIONS

OFFENSE



- **Integrated Attack**
 - OPFOR has overmatch or parity
 - Fixes majority of enemy combat power
 - Uses complex terrain to OPFOR advantage
- **Dispersed Attack**
 - BLUFOR has overmatch or parity
 - Uses smaller, independent subordinate elements
 - Rapid moves from dispersed locations
- **Sophisticated Ambush**
 - Targets key moving BLUFOR capability
 - OPFOR sensors find and track target
 - C2 method to link sensor and ambush unit
- **Strike formation**
 - Focused on complete destruction of a specific BLUFOR
 - Usually conducted at the DTG or higher level
- **Raid**
 - Targets key stationary BLUFOR capability
 - OPFOR sensors find and track target
 - C2 method to link sensor and ambush unit
- **Spoiling Attack**
 - No doctrinal change
- **Counterattack**
 - No doctrinal change

*Diagrams are examples only, not actual battle plans, and do not include all combat multipliers.



COE OFFENSE MISSIONS

Integrated Attack



The primary objective of an Integrated Attack is to destroy the enemy's will and ability to fight through the elimination of his logistics and C2 structure.

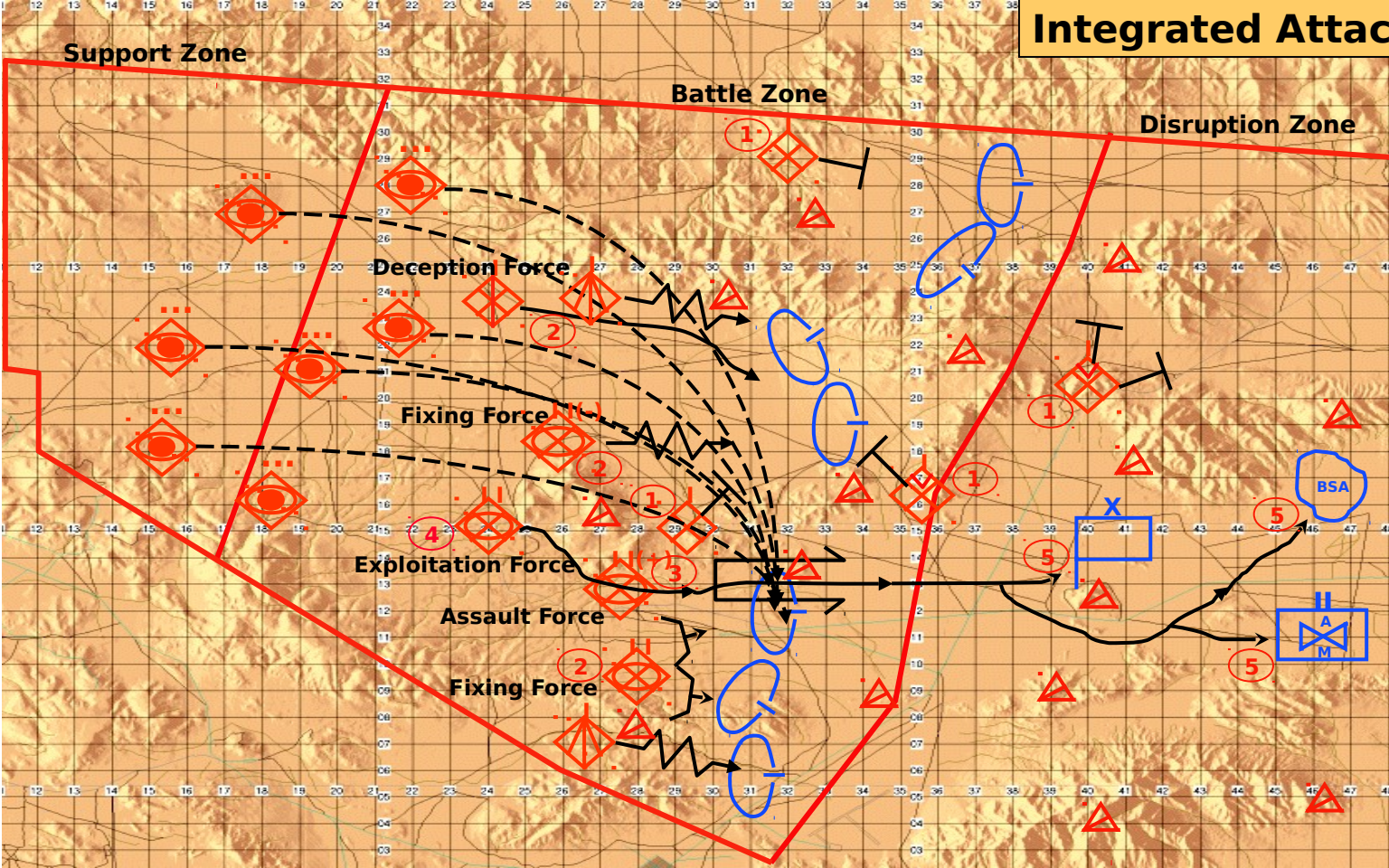
Characteristics of Integrated Attack:

- OPFOR has combat power overmatch
- Fixes majority of enemy combat power
- Uses complex terrain to OPFOR advantage
- Significant use of deception and other components of IW

Diagram sequence of events:

1. Fixing Forces seize choke points using terrain to segregate enemy forces.
2. Deception and Fixing Forces engage enemy forces to present unclear picture of the battlefield and prevent repositioning.
3. Assault Force isolates point of penetration (POP) and creates conditions for Exploitation Force.
4. Exploitation Force penetrates enemy defense.
5. Exploitation Force destroys C2, logistics and key systems.

Integrated Attack





COE OFFENSE MISSIONS



Dispersed Attack

Dispersed Attack is the primary manner in which the OPFOR conducts offensive action when threatened by a superior enemy. The objective of a Dispersed Attack is to take advantage of a window of opportunity, bringing enough combat power to bear to destroy the enemy's will and /or capability to fight.

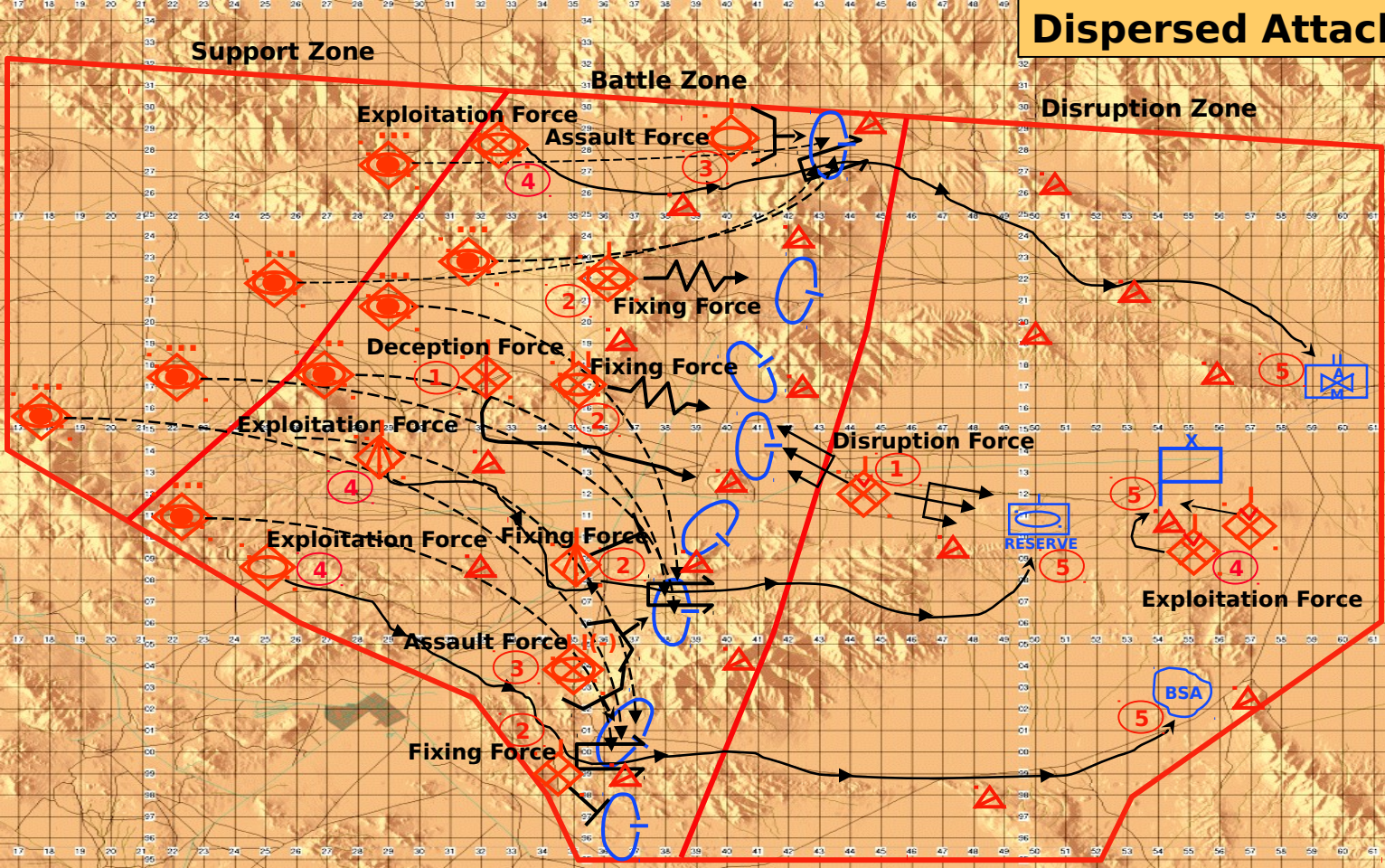
Characteristics of Dispersed Attack:

- BLUFOR has combat power overmatch or parity
- Uses smaller, independent subordinate elements
- Rapid moves from dispersed locations

Diagram sequence of events:

- ① Deception and Disruption Forces present unclear picture of the battlefield.
- ② Fixing Forces engage enemy forces to prevent repositioning.
- ③ Assault Forces isolate point of penetration (POP) and create conditions for Exploitation Forces.
- ④ Exploitation Forces penetrate enemy defenses.
- ⑤ Exploitation Forces destroy C2, logistics and key systems.

Dispersed Attack





COE OFFENSE MISSIONS

Sophisticated Ambush



A Sophisticated Ambush is the linking in time and task of RISTA assets, strike assets and a window of opportunity to destroy key enemy systems or cause politically unacceptable casualties.

Characteristics of Sophisticated Ambush:

- **Targets key moving BLUFOR capability**
- **OPFOR sensors find and track target**
- **C2 method to link sensor and ambush unit**

Diagram sequence of events:

- **1. Fixing Forces engage enemy in combat to prevent identification of Exploitation Force moving into position.**
- **2. Exploitation Forces move into ambush positions under the cover of the Fixing Forces.**
- **3. Assault Force is exposed to draw the designated target**
- **4. Target moves into kill zone to engage Assault Force**
- **5. Target is destroyed by Exploitation Force**

Sophisticated Ambush

Disruption Zone

Battle Zone

Support Zone

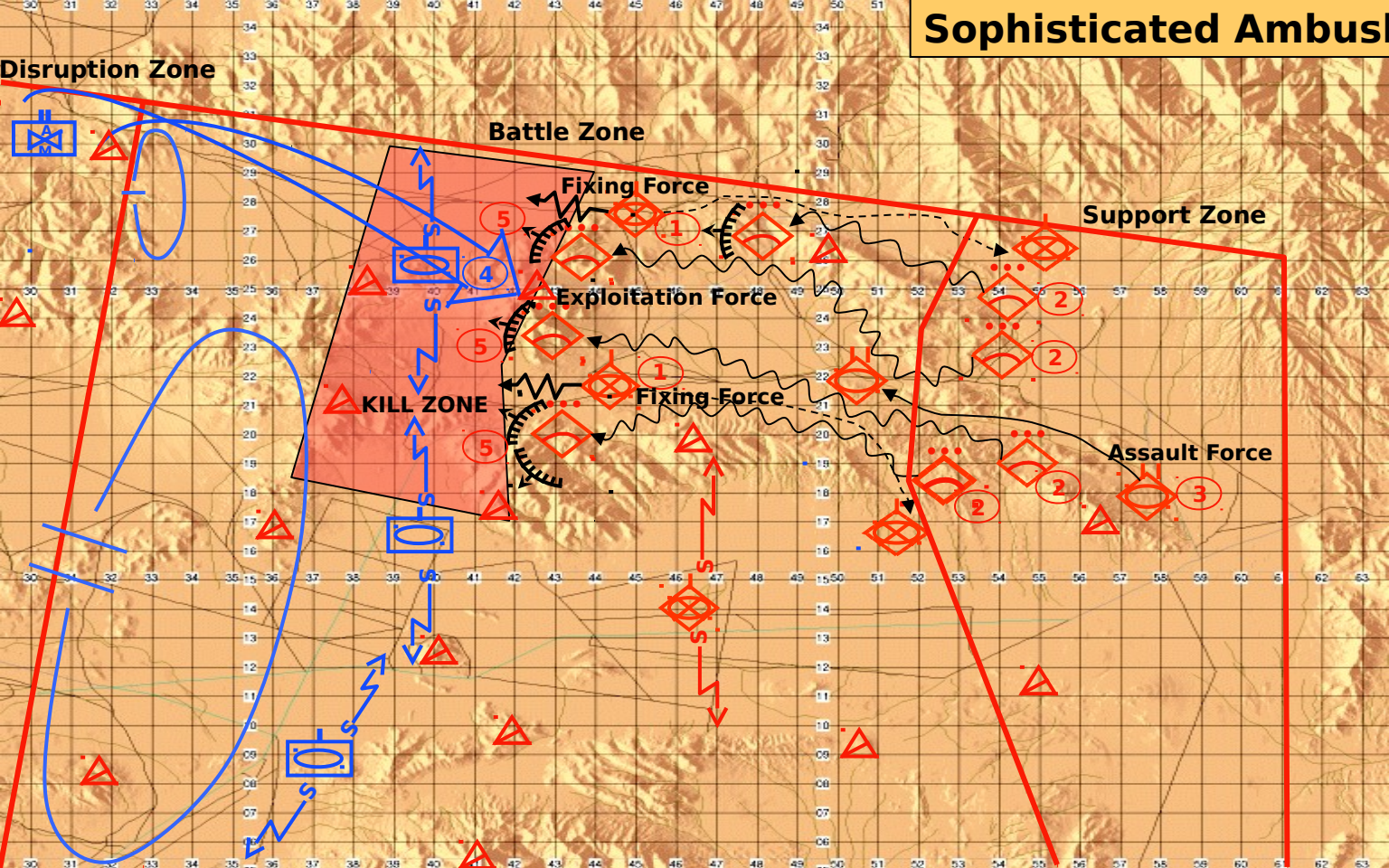
Fixing Force

Exploitation Force

Fixing Force

Assault Force

KILL ZONE





COE OFFENSE MISSIONS



A Raid is also the linking in time and task of RISTA assets, strike assets and a window of opportunity to destroy key enemy systems, however the enemy force is stationary.

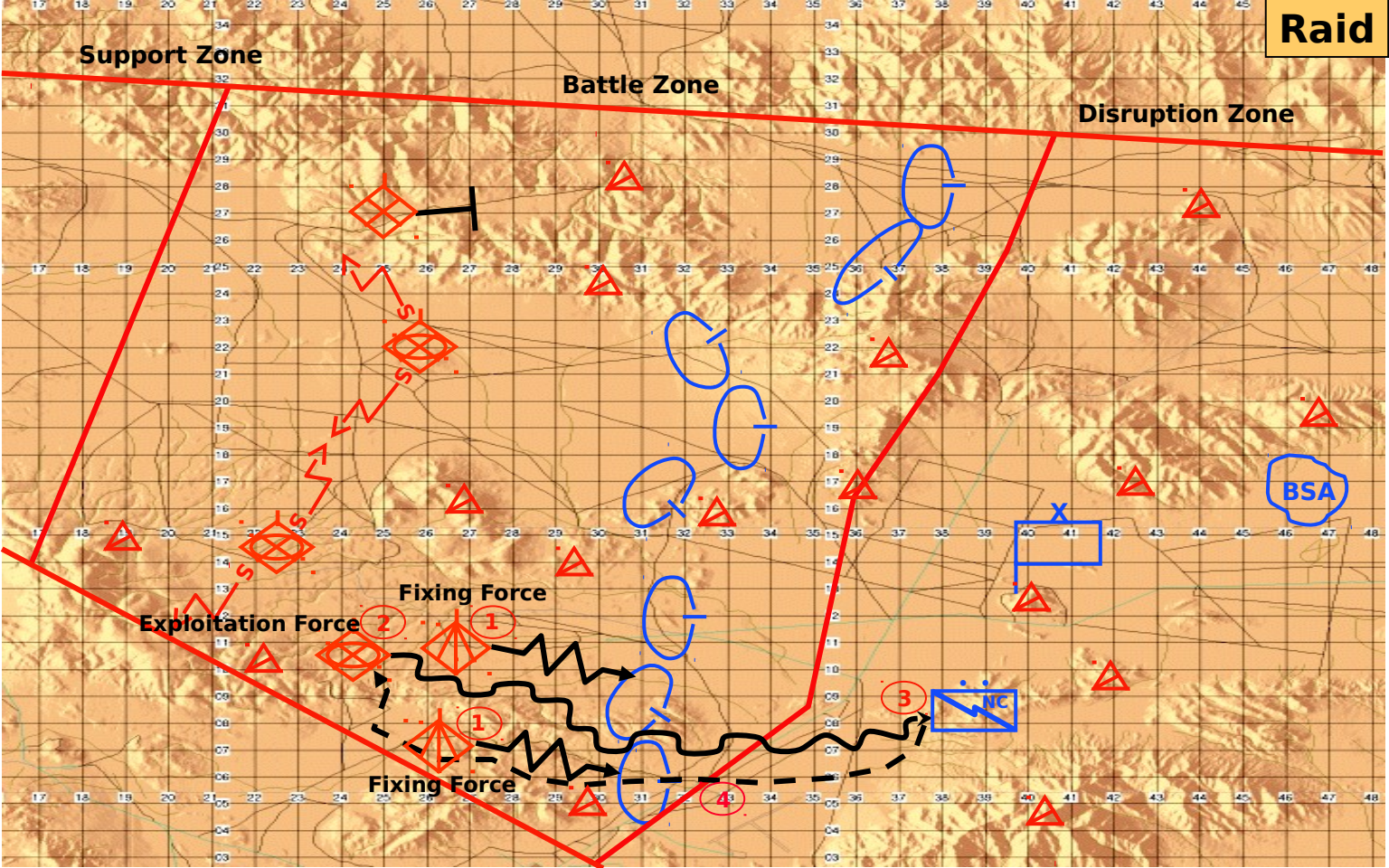
Characteristics of Raid:

- Targets key stationary BLUFOR capability
- Destroys unit, secures information, captures or frees prisoners
- Raiding force returns to friendly territory

Diagram sequence of events:

- 1 Fixing Forces engage enemy in combat to prevent identification of Exploitation Force infiltration.
- 2 Exploitation Force infiltrates through enemy defenses.
- 3 Exploitation Force destroys the designated target.
- 4 Exploitation Force returns to friendly territory.

Raid





COE OPFOR BATTLEFIELD

DEFENSE



OPFOR organizes the battlefield in the defense through the use of areas of responsibility (AOR) and zones.

- **Area of Responsibility** - Consists of three basic zones: the disruption zone, battle zone, and support zone. It may also contain attack zones, and kill zones.
- **Disruption Zone** - Battlespace between the battle zone and the limit of responsibility (LOR). In this zone the OPFOR seeks delay, desynchronize or destroy enemy forces before they can decisively engage forces in the battle zone.
- **Battle Zone** - Battlespace in which the main defense force operates.
- **Support Zone** - Battlespace designed to be relatively free of enemy action to permit effective logistic and administrative support.
- **Attack Zone** - Assigned zone of action for an attacking force as part of a larger defensive action.
- **Kill Zone** - Designated area on the battlefield where the OPFOR plans to destroy a key enemy target.



COE OPFOR MISSIONS

DEFENSE



OPFOR distinguishes between defensive missions according to their purpose: to destroy, preserve, or deny.

- Defense To Destroy - Designed to eliminate an attacking formation's ability to continue offensive operations. A tactical defense to destroy will often have one or more tactical offensive actions as sub-components.
- Defense To Preserve - Designed to protect key OPFOR elements from destruction by the enemy.
- Defense To Deny - Designed to prevent the enemy's use of a key area or facility. May also be used to consolidate, retain, and protect critical positions that attacking forces have bypassed or surrounded.



COE OPEOR FORCES



Organization of forces for defensive operations typically require ~~Disruption, Main Defense and Reserve Forces.~~
Existence of other forces are situationally dependent.

- **Disruption Force** - Prevents enemy from conducting an effective, coordinated attack. Is also responsible for conducting counterreconnaissance.
- **Main Defense Force** - Primarily responsible for the execution of the defense.
- **Reserves** - Forces held out of initial action in order to influence unforeseen events or take advantage of developing opportunities. Size and composition are situationally dependent.
- **Deception Force** - Used to confuse the enemy as to the composition and disposition of the defense as part of the information warfare (IW) plan.
- **Counterattack Force** - Forces designated for a planned counterattack scheme.
- **Protected Force** - Force being kept from harm in a defense to preserve.
- **Security Force** - Force designated to protect the AOR from SOE.



COE MISSIONS

DEFENSE



- Maneuver Defense - Trades terrain for opportunity to launch counterattack

- High risk for OPFOR

- Area Defense - OPFOR must deny key areas or is overmatched

- Integrated - OPFOR has ability to operate freely in battle space
- Maximize destructive fire and maneuver effects

- Decentralized - OPFOR is unable to operate freely in battle space
- Primarily utilizes complex terrain
- Maximizes countermobility and survivability effects

- Cover - Defense to preserve using area defense(s) in disruption zone and maneuver defense in battle zone

- Delay - Defense to preserve using maneuver defense in disruption zone and area defense(s) in battle zone



COE DEFENSE MISSIONS



Maneuver Defense inflicts losses on the enemy, gains time, and protects friendly forces. It does so by way of a succession of defensive battle positions in conjunction with short, violent counterattacks. The Maneuver Defense tries to force the enemy into an area ensuring favorable conditions for his total destruction by counterattack.

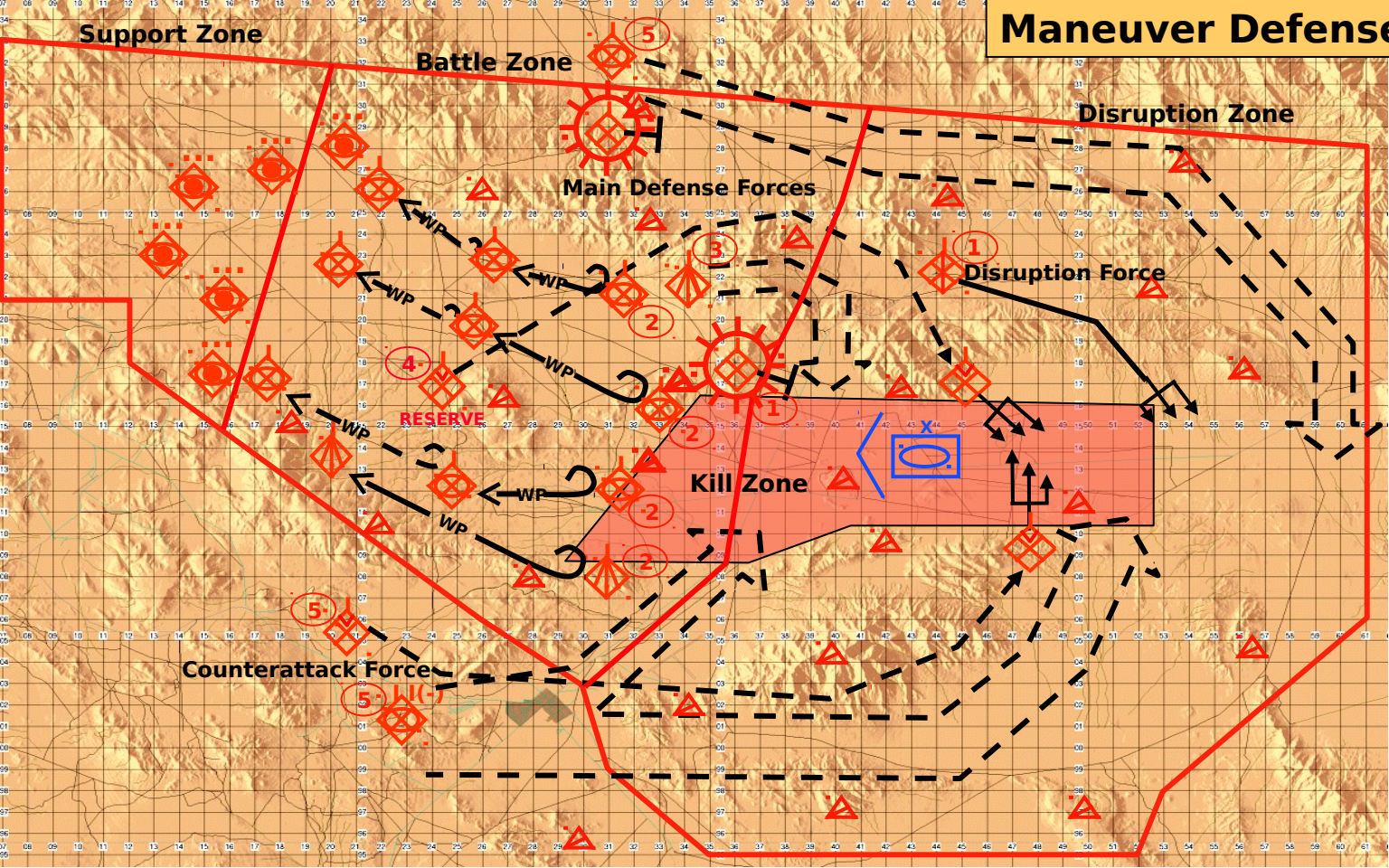
Characteristics of Maneuver Defense:

- Trades terrain for opportunity to launch counterattack
- High risk for OPFOR

Diagram sequence of events:

- 1 Disruption Forces desynchronize enemy attack.
- 2 Main Defense Forces displace to subsequent battle positions under pressure.
- 3 Local Counterattack Force counterattacks to further disrupt enemy attack.
- 4 Local Reserve Force committed to exploit opportunity.
- 5 Counterattack Forces counterattack to complete enemy destruction.

Maneuver Defense





COE DEFENSE MISSIONS



Integrated Area Defense
Integrated Area Defense is used when the OPFOR has the ability to achieve full combined arms synchronization throughout the battlefield and all levels of command, however he must retain or deny access to key areas or is overmatched in combat power.

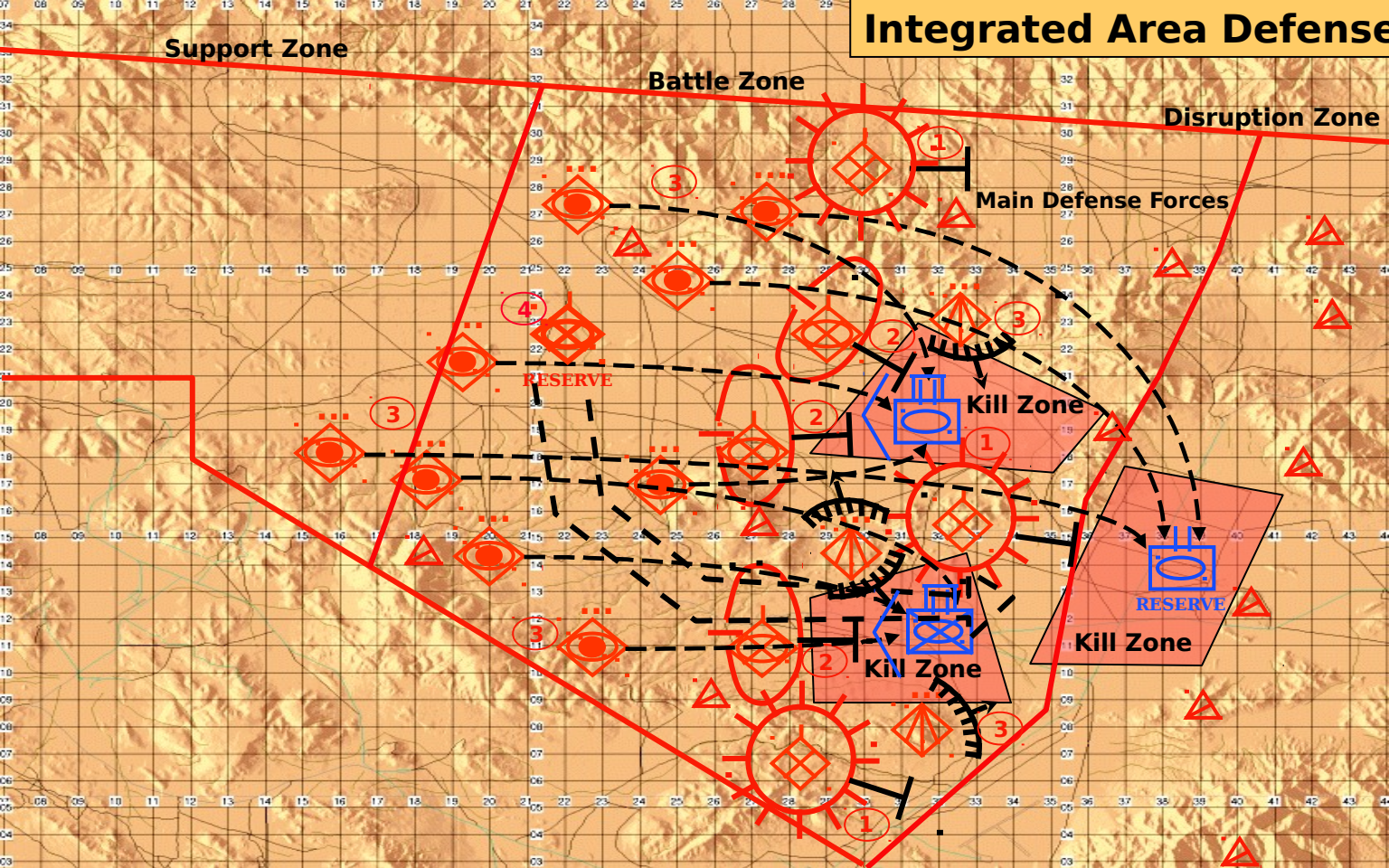
Characteristics of Integrated Area Defense:

- OPFOR has ability to operate freely in battle space
- Trades time for opportunity to conduct counterattack
- Maximize destructive fire and maneuver effects

Diagram sequence of events:

- 1 Strongpoints established in complex terrain to canalize enemy into kill zones.
- ② Main Defense Forces occupy battle positions maximizing destructive fire effects.
- ③ Indirect and AT fires attrit enemy throughout the zone.
- ④ Counterattack Forces counterattack to complete enemy destruction.

Integrated Area Defense





COE DEFENSE MISSIONS



Decentralized Area Defense is used when the OPFOR's C2 and/or logistics capability has been significantly degraded or does not have the ability to operate freely in the battlespace, however he still must retain or deny access to key areas or is overmatched in combat power.

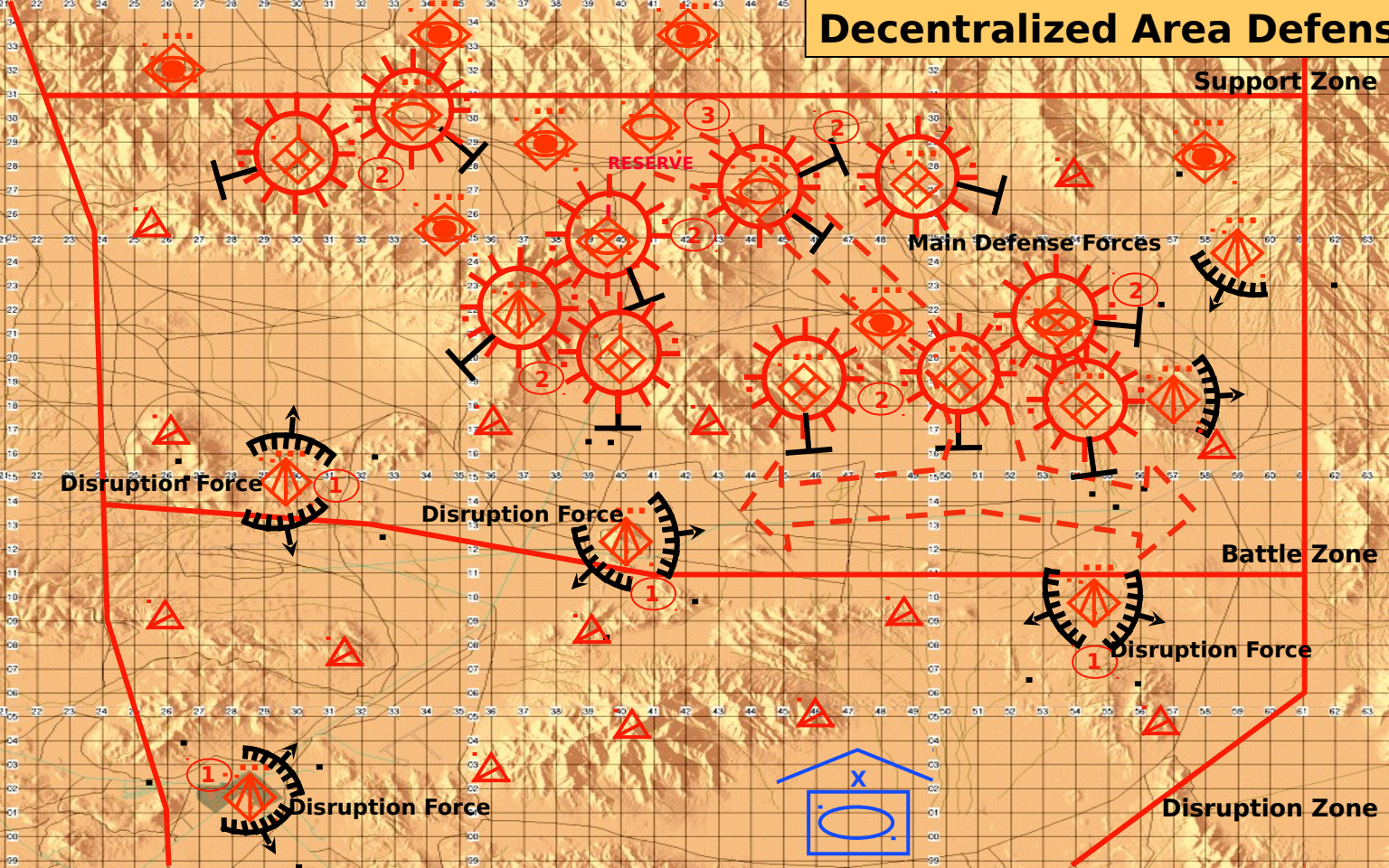
Characteristics of Integrated Area Defense:

- OPFOR is unable to operate freely in battle space
- Primarily operates in complex terrain.
- Preserves combat power
- Maximize countermobility and survivability effects

Diagram sequence of events:

1. Disruption Forces attrit and desynchronize enemy attack.
2. Main Defense Forces occupy strongpoints in complex terrain maximizing countermobility and survivability effects.
3. Reserve Force counterattacks or blocks penetration

Decentralized Area Defense





COE DEFENSE MISSIONS



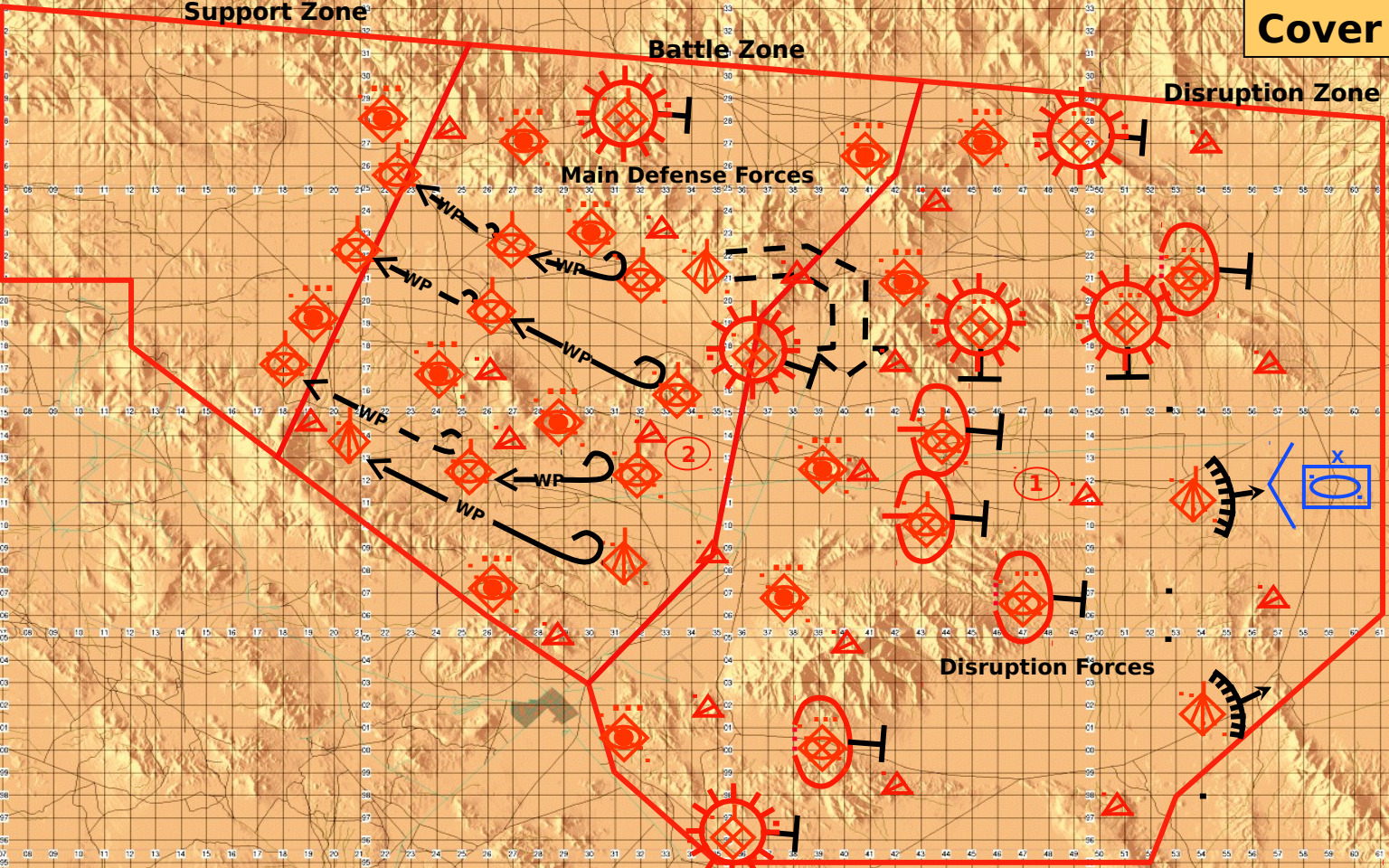
A Cover is conducted as part of a defense to preserve, by protecting key OPFOR elements from destruction.

Characteristics of Cover:

- Area Defense conducted in the Disruption Zone.
- Maneuver Defense conducted in the Battle Zone.
- Gains time for the protected force with or without trading space.

Diagram sequence of events:

1. Area Defense in Disruption Zone.
2. Maneuver Defense in Battle Zone.





COE DEFENSE MISSIONS



A Delay is conducted as part of a defense to preserve, by protecting key OPFOR elements from destruction.

Characteristics of Delay:

- **Maneuver Defense conducted in the Disruption Zone.**
- **Area Defense conducted in the Battle Zone.**
- **Trades space for time in order to protect another force.**

Diagram sequence of events:

- **① Maneuver Defense in Disruption Zone.**
- **② Area Defense in Battle Zone.**

